

FIG. 1

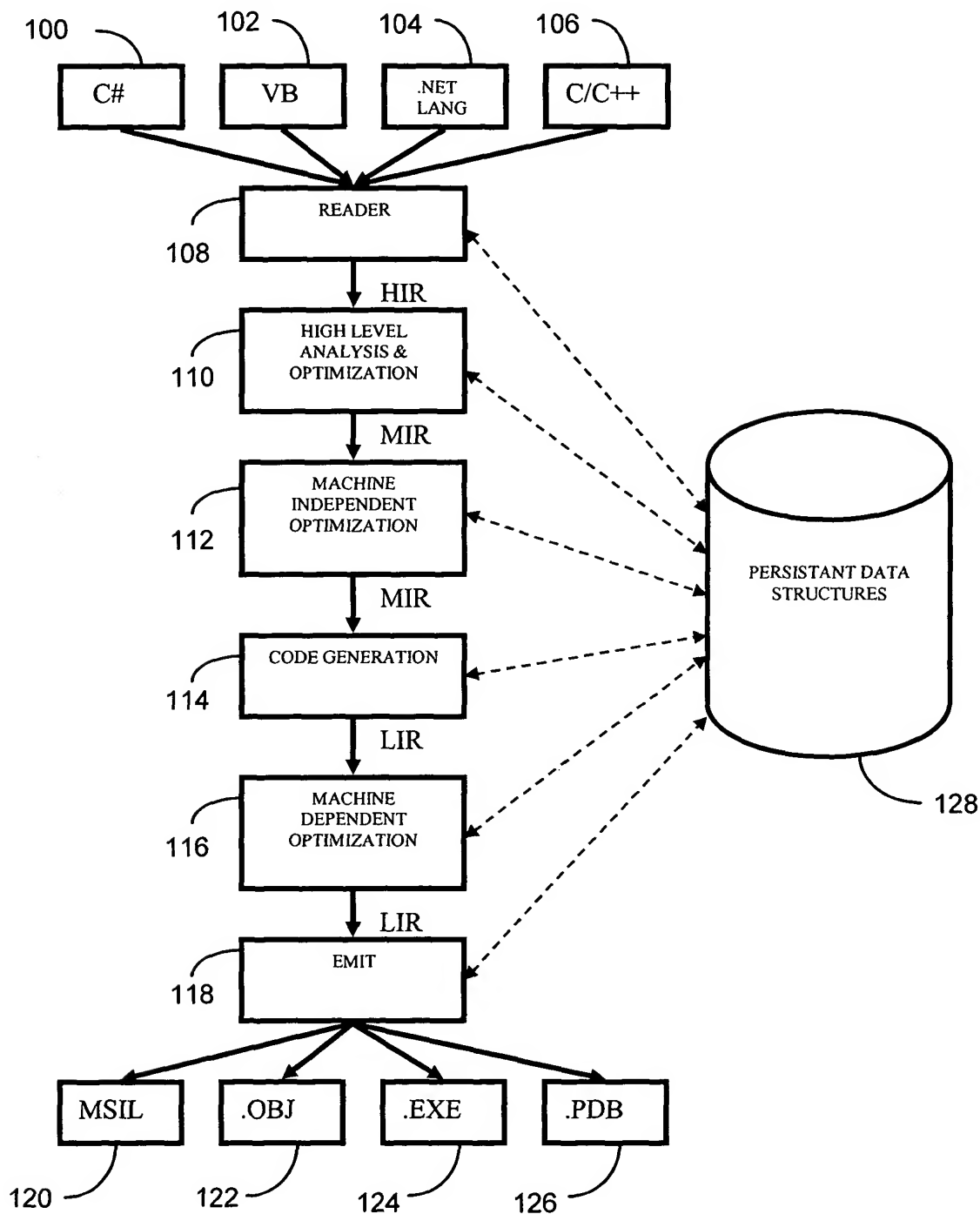


FIG. 2

Source:

z = a + b + c; - 200

HIR:

t1 = ADD a, b - 202

t2 = ADD t1, c - 204

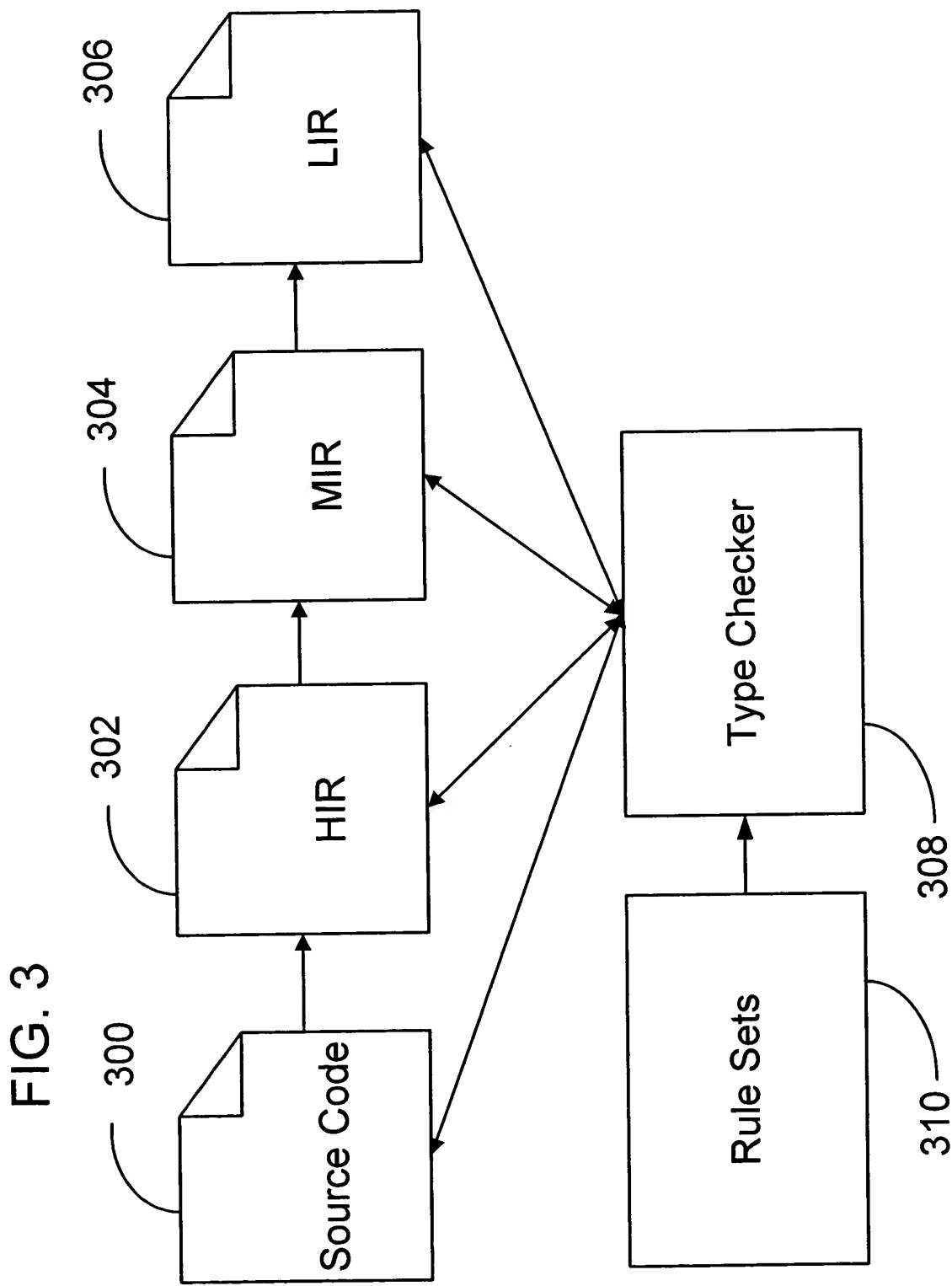
z = ASSIGN t2 - 206

LIR:

t1(EAX), cc = x86add a(EAX), b(EDX) - 208

t2(EAX), cc = x86add t1(EAX), c(EBX) - 210

z = x86mov t2(eax) - 212



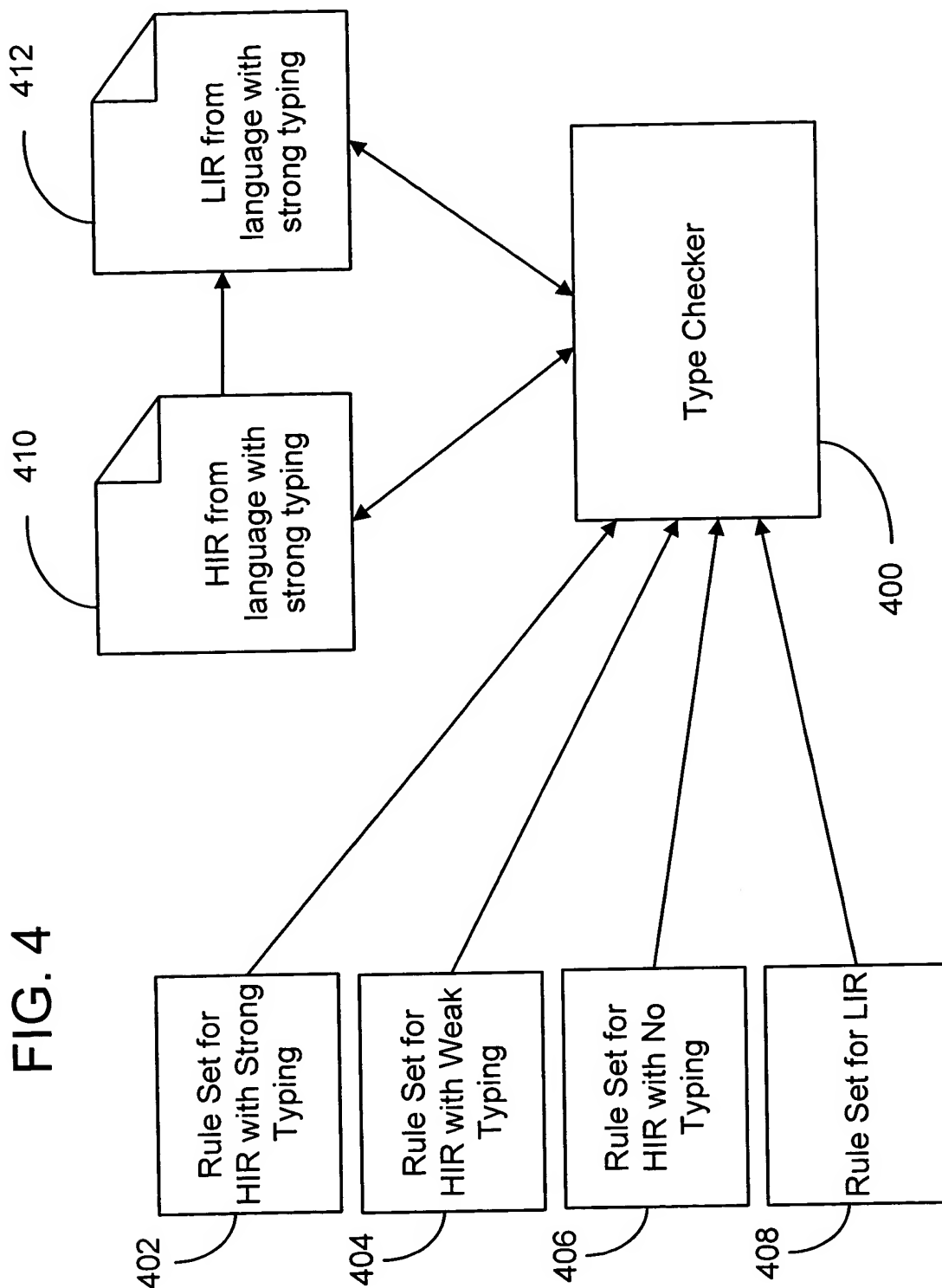


FIG. 5

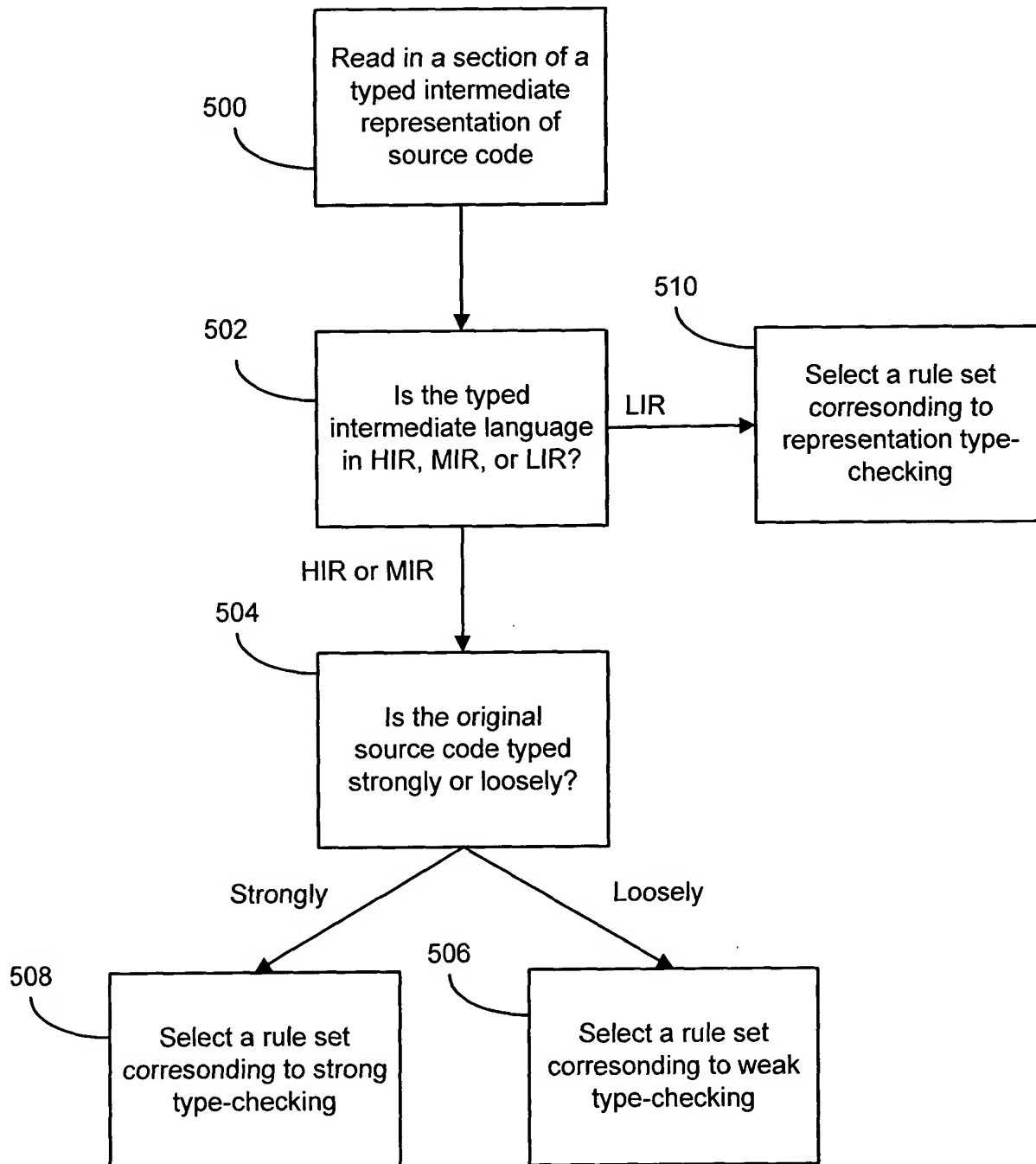


FIG. 6

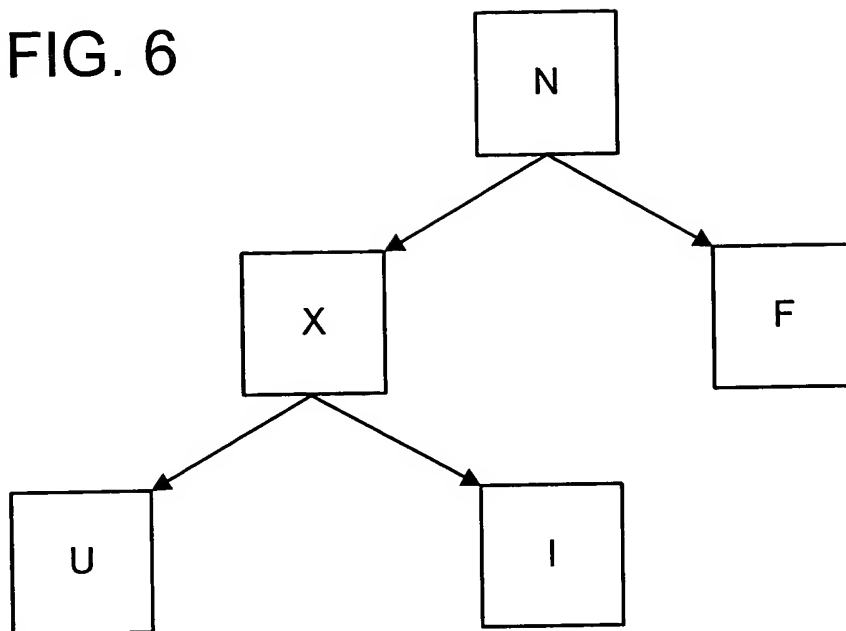


FIG. 7

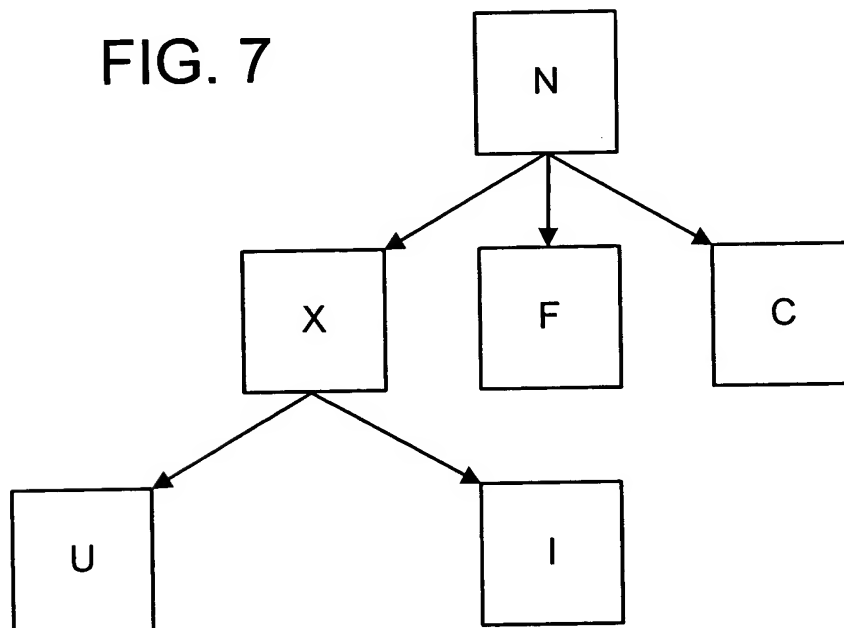


FIG. 8

